A screenshot of a computer

Description automatically generated

import javafx.application.Application;  
import javafx.scene.Scene;  
import javafx.scene.control.Button;  
import javafx.scene.control.Label;  
import javafx.scene.layout.FlowPane;  
import javafx.stage.Stage;  
  
public class Calculator extends Application {  
 String num1 ="";  
 String num2 ="";  
 String operator;  
 double result= 0;  
 boolean ans =false ;  
  
 public void start(Stage stage) throws Exception {  
*// these are creating my buttons in the pane for me* Button one = new Button("1");  
 Button two = new Button("2");  
 Button three = new Button("3");  
 Button four = new Button("4");  
 Button five = new Button("5");  
 Button six = new Button("6");  
 Button seven = new Button("7");  
 Button eight = new Button("8");  
 Button nine = new Button("9");  
 Button zero = new Button("0");  
 Button plus = new Button("+");  
 Button minus = new Button("-");  
 Button divide = new Button("/");  
 Button multiply = new Button("x");  
 Button eql = new Button("=");  
 Button clear = new Button("clear");  
 Label label = new Label("empty");  
 FlowPane pane = new FlowPane();  
 pane.setHgap(20);  
 pane.setVgap(20);  
 pane.getChildren().addAll(  
 one,two,three,  
 four,five,six,  
 seven,eight,nine,  
 zero,  
 plus,minus,divide,multiply,  
 eql,clear,label);  
  
 Scene scene = new Scene(pane,140,280);  
 stage.setScene(scene);  
 stage.show();  
  
 *// These are the actions perform by each button* zero.setOnAction(e -> {  
 if(!ans){  
 num1+='0';  
 label.setText(num1);  
 }  
 else {  
 num2+='0';  
 label.setText(num2);  
 }  
 });  
  
 one.setOnAction(e -> {  
 if(!ans){  
 num1+='1';  
 label.setText(num1);  
 }  
 else {  
 num2+='1';  
 label.setText(num2);  
 }  
 });  
  
 two.setOnAction(e -> {  
 if(!ans){  
 num1+='2';  
 label.setText(num1);  
 }  
 else {  
 num2+='2';  
 label.setText(num2);  
 }  
 });  
  
 three.setOnAction(e -> {  
 if(!ans){  
 num1+='3';  
 label.setText(num1);  
 }  
 else {  
 num2+='3';  
 label.setText(num2);  
 }  
 });  
  
 four.setOnAction(e -> {  
 if(!ans){  
 num1+='4';  
 label.setText(num1);  
 }  
 else {  
 num2+='4';  
 label.setText(num2);  
 }  
 });  
  
 five.setOnAction(e -> {  
 if(!ans){  
 num1+='5';  
 label.setText(num1);  
 }  
 else {  
 num2+='5';  
 label.setText(num2);  
 }  
 });  
  
 six.setOnAction(e -> {  
 if(!ans){  
 num1+='6';  
 label.setText(num1);  
 }  
 else {  
 num2+='6';  
 label.setText(num2);  
 }  
 });  
   
 seven.setOnAction(e -> {  
 if(!ans){  
 num1+='7';  
 label.setText(num1);  
 }  
 else {  
 num2+='7';  
 label.setText(num2);  
 }  
 });  
   
 eight.setOnAction(e -> {  
 if(!ans){  
 num1+='8';  
 label.setText(num1);}  
 else {  
 num2+='8';  
 label.setText(num2);}});  
   
 nine.setOnAction(e -> {  
 if(!ans){  
 num1+='9';  
 label.setText(num1);  
 }  
 else {  
 num2+='9';  
 label.setText(num2);  
 }  
 });  
  
 plus.setOnAction(e -> {  
 if(!ans){  
 ans = true;  
 operator ="+";  
 label.setText(operator);  
 }  
 else {  
 result=calculate(num1 , num2 , operator);  
 num1=String.*valueOf*(result);  
 num2="";  
 operator ="+";  
 label.setText(num1+ operator);  
 ans = true;  
 }  
 });  
  
 minus.setOnAction(e -> {  
 if(!ans){  
 ans = true;  
 operator ="-";  
 label.setText(operator);  
 }  
 else {  
 result=calculate(num1 , num2 , operator);  
 num1=String.*valueOf*(result);  
 num2="";  
 operator ="-";  
 label.setText(num1+ operator);  
 ans = true;  
 }  
 });  
  
 divide.setOnAction(e -> {  
 if(!ans){  
 ans = true;  
 operator ="/";  
 label.setText(operator);  
 }  
 else {  
 result=calculate(num1 , num2 , operator);  
 num1=String.*valueOf*(result);  
 num2="";  
 operator ="/";  
 label.setText(num1+ operator);  
 ans = true;  
 }  
 });  
  
 multiply.setOnAction(e -> {  
 if(!ans){  
 ans = true;  
 operator ="x";  
 label.setText(operator);  
 }  
 else {  
 result=calculate(num1 , num2 , operator);  
 num1=String.*valueOf*(result);  
 num2="";  
 operator ="x";  
 label.setText(num1+ operator);  
 ans = true;  
 }  
 });  
  
 eql.setOnAction(e ->{  
 if(ans){  
 result=calculate(num1 , num2 , operator);  
 label.setText(String.*valueOf*(result));  
 ans=false;  
 num2="";}  
 else  
 return;});  
  
 clear.setOnAction(e -> {  
 num1="";  
 num2="";  
 result=0;  
 ans=false;  
 });  
 }  
 *// This is the operator's calculation method* public int calculate (String n1 , String n2 , String operaters){  
 switch (operaters) {  
 case "+" :  
 return Integer.*parseInt*(n1) + Integer.*parseInt*(n2) ;  
 case "-" :  
 return Integer.*parseInt*(n1) - Integer.*parseInt*(n2) ;  
 case "x" :  
 return Integer.*parseInt*(n1) \* Integer.*parseInt*(n2) ;  
 case "/" :  
 return Integer.*parseInt*(n1) / Integer.*parseInt*(n2) ;  
 default :  
 return 0;  
 }  
 }  
  
 public static void main(String[] args) {  
 Application.*launch*(args);  
 }  
}